

KINGDOMS OF MEN

Alignment: Neutral

Army Special Rules

Pike Phalanx

The soldiers in a pike block are equipped with weapons of different length, which allow the men in several ranks behind the first to contribute to the fighting. Nearly impenetrable to cavalry, these units are a tough nut to crack.

The unit rolls an extra 10 Attacks in melee if it is a Regiment, or 20 extra Attacks if it is a Horde. These attacks are added after

multiplying the Attacks for flank/rear charges. In addition, Cavalry units and units with the *Fly* special rule that charge this unit's front suffer from a -2 penalty on their rolls to hit.

Very Inspiring

Men are above all else extremely professional soldiers, superbly trained to follow to the letter their leaders' orders, which are transmitted very efficiently to every unit on the battlefield by use of numerous brave messengers.

This is the same as the *Inspiring* special rule, except that it has a range of 12".

Foot Guard

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	3+	-	5+	10	11/13	65
Regiment (20)	5	3+	-	5+	10	14/16	115
Horde (40)	5	3+	-	5+	20	21/23	220

Options: Banner (+15 pts); Musician (+10 pts)

Exchange shields for two-handed weapons for free (lower Defence to 4+, gain *Crushing Strength (1)*)

Shield Wall

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	45
Regiment (20)	5	4+	-	4+	10	13/15	80
Horde (40)	5	4+	-	4+	20	20/22	150

Options: Banner (+15 pts); Musician (+10 pts)

Spear Phalanx

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	45
Regiment (20)	5	4+	-	4+	10	13/15	95
Horde (40)	5	4+	-	4+	20	20/22	180

Special: *Phalanx*

Options: Banner (+15 pts); Musician (+10 pts)

Missile Troops Block

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	55
Regiment (20)	5	5+	5+	3+	10	13/15	100
Horde (40)	5	5+	5+	3+	20	20/22	190

Special: Bows

Options: Banner (+15 pts); Musician (+10 pts)
Exchange bows for crossbows (+10 pts), gaining *Piercing (1)* and *Reload!* Or instead exchange bows for arquebuses (treat as rifles, +35 pts), gaining *Piercing (2)* and *Reload!*

Pike Phalanx Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment (20)	5	4+	-	3+	10	13/15	95
Horde (40)	5	4+	-	3+	20	20/22	180

Special: *Pike Phalanx*

Options: Banner (+15 pts); Musician (+10 pts)

Pole-Arms Block Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	3+	10	10/12	45
Regiment (20)	5	4+	-	3+	10	13/15	80
Horde (40)	5	4+	-	3+	20	20/22	150

Special: *Crushing Strength (1)*

Options: Banner (+15 pts); Musician (+10 pts)

Penitents Mob Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	-	3+	15	8/11	55
Regiment (20)	5	5+	-	3+	15	11/14	100
Horde (40)	5	5+	-	3+	30	18/21	190

Special: *Crushing Strength (1)*, *Headstrong*

Options: Banner (+15 pts); Musician (+10 pts)

Militia Mob Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	-	3+	10	8/11	25
Regiment (20)	5	5+	-	3+	10	11/14	45
Horde (40)	5	5+	-	3+	20	18/21	85

Options: Banner (+15 pts); Musician (+10 pts)

Ogres Large Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	6	3+	-	5+	3	10/12	45
Troop (3)	6	3+	-	5+	9	12/14	115
Regiment (6)	6	3+	-	5+	18	15/17	190

Special: *Crushing Strength (1)*

Options: Banner (+15 pts); Musician (+10 pts)
Exchange shields with two-handed weapons for free (lower Defence to 4+, but gain *Crushing Strength (2)*)

Forces Lists – Kingdoms of Men

Knights

Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	8	3+	-	5+	8	11/13	95
Regiment (10)	8	3+	-	5+	16	14/16	175
Horde (20)	8	3+	-	5+	32	21/23	335

Special: *Crushing Strength (2)*, *Headstrong*

Options: Banner (+15 pts); Musician (+10 pts)

Mounted Scouts

Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	5+	5+	3+	5	10/12	70

Special: Bows. *Nimble*

Options: Musician (+10 pts); Exchange bows with pistols for free (gain *Piercing (1)* but halve their range) or exchange bows with rifles for free (gain *Piercing (2)* and *Reload*)

Organ Gun

War Engine

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	12	9/11	70

Special: Range 24". *Piercing (1)*

Elite (if within 6" of an Artillery Master)

Rocket Artillery

War Engine

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	6+	4+	1	9/11	60

Special: *Blast (2D6)*, *Indirect Fire*

Elite (if within 6" of an Artillery Master)

Mounted Sergeants

Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	4+	-	4+	8	10/12	70
Regiment (10)	9	4+	-	4+	16	13/15	125

Special: *Crushing Strength (1)*

Options: Banner (+15 pts); Musician (+10 pts)

Cannon

War Engine

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	9/11	50

Special: *Blast (D6)*, *Piercing (3)*.

Elite (if within 6" of an Artillery Master)

Mortar

War Engine

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	6+	4+	1	9/11	50

Special: *Blast (D6)*, *Indirect Fire*, *Piercing (1)*

Elite (if within 6" of an Artillery Master)

Trebuchet

War Engine

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	6+	4+	1	9/11	60

Special: *Blast (D6)*, *Indirect Fire*, *Piercing (2)*

General H/M

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	13/15	110

Special: *Crushing Strength (1), Individual, Very Inspiring*

Options: Mount on a horse, increasing Speed to 9 (+20 pts), or mount on a Pegasus, increasing Speed to 10 and gaining *Fly*, but losing the *Individual* special rule (+40 pts)

General on Winged Beast H/M

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	10	3+	-	5+	6	15/17	190

Special: *Crushing Strength (2), Fly, Very Inspiring*

'The Captain' [1] H/M

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	11/13	200

Special: *Crushing Strength (1), Individual, Very Inspiring. Master Tactician – After deployment, but before Vanguard moves, roll a D6. The result is the number of extra friendly units that can make a move as if they had the Vanguard rule.*

Options: Mount on a horse, increasing Speed to 9 (+10 pts)

Priest H/M

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	2	10/12	60

Special: *Crushing Strength (1), Headstrong, Heal (1), Individual, Very Inspiring (Penitents only)*

Options: Mount on a horse, increasing Speed to 9 (+10 pts)

Army Standard Bearer H/M

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	30

Special: *Individual, Very Inspiring*

Options: Mount on a horse, increasing Speed to 9 (+5 pts)

Hero H/M

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	10/12	50

Special: *Crushing Strength (1), Individual*

Options: Mount on a horse, increasing Speed to 9 (+10 pts), or mount on a Pegasus, increasing Speed to 10 and gaining *Fly*, but losing the *Individual* special rule (+20 pts)

Artillery Master H/M

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	5+	-	3+	1	9/11	25

Special: Rifle & pistol. *Individual*

Options: Mount on a horse, increasing Speed to 9 (+5 pts)

Wizard H/M

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	10/12	60

Special: *Breath Attack (6), Individual, Zap! (3)*

Options: Mount on a horse, increasing Speed to 9 (+10 pts), or mount on a Pegasus, increasing Speed to 10 and gaining *Fly*, but losing the *Individual* special rule (+20 pts)